

JAVA.IO.READER CLASS

http://www.tutorialspoint.com/java/io/java_io_reader.htm

Copyright © tutorialspoint.com

Introduction

The **java.util.Reader** class is an abstract class for reading character streams.

Class declaration

Following is the declaration for **java.util.Reader** class:

```
public class Reader
    extends Object
    implements DataOutput, DataInput, Closeable
```

Field

Following are the fields for **java.util.Reader** class:

- **protected Object lock** -- This is the object used to synchronize operations on this stream.

Class constructors

S.N.	Constructor & Description
1	protected Reader() This creates a new character-stream reader whose critical sections will synchronize on the reader itself.
2	protected Reader(Object lock) This creates a new character-stream reader whose critical sections will synchronize on the given object.

Class methods

S.N.	Method & Description
1	<u>abstract void close()</u> This method closes the stream and releases any system resources associated with it.
2	<u>void mark(int readAheadLimit)</u> This method marks the present position in the stream.
3	<u>boolean markSupported()</u> This method tells whether this stream supports the mark() operation.
4	<u>int read()</u> This method reads a single character.
5	<u>int read(char[] cbuf)</u> This method reads characters into an array.

6	<u>abstract int read(char[] cbuf, int off, int len)</u> This method reads characters into a portion of an array.
7	<u>int read(CharBuffer target)</u> This method attempts to read characters into the specified character buffer.
8	<u>boolean ready()</u> This method tells whether this stream is ready to be read.
9	<u>void reset()</u> This method resets the stream.
10	<u>long skip(long n)</u> This method skips characters.

Methods inherited

This class inherits methods from the following classes:

- `java.util.Object`